CAMP NOBEBOSCO

2010

Leader's Guide to Summer Camp

Northern New Jersey Council, BSA
Oakland, NJ

Thank you for choosing Northern New Jersey Council's Camp NoBeBoSco! We are glad you chose to join us this summer, and look forward to helping you have a memorable camp experience.

I hope this guide provides the information that you need to have a successful and enjoyable experience at camp this summer. In addition to all of the rules and regulations of camp, the guide gives you some insights into what programs and activities to expect. Please take some time to examine the merit badge schedule.Althought there were no requirement changes, there have been changes in our schedule. We have also added in the Historical Merit Badges as part of our 100th Celebrations, so please take a look. In addition, mile swim is revised, and requires additional practice time and questions before the swim itself. BSA Lifeguard is much more dificult, check those reqs. online if you have anyone interested.

Cell Phones are not allowed to be used in and around camp. Leaders may use them with discretion in their campsites, scouts **may not** have them! No exceptions. Please do not allow your scouts to bring an IPhone or ITouch to camp. They are too valuable, and the phone portion cannot be disabled.

Nobebosco is continuing its 20+ year tradition of offering a Trail to Eagle program for your older scouts. Please realize that there are many prerequisites for the program, and this is one area where we cannot be flexible. If you prefer to have your scouts work on these badges with a home counselor, then it is your responsibility to not sign their cards for entrance into the badge.

A still continuing word about uniforming: The scout uniform is an important part of scouting. Do your scouts wear jeans on their sports teams? Make sure that the leaders **and** the scouts in camp come with their summer uniform to wear for dinner each evening. If finances are an issue, used uniforms are often available at thrift shops. Contact your council representative if you have problems. **Please do not allow your scouts or leaders to wear multicolored shorts with their scout shirts!** Do not put your honor troop award at risk. At a minimum, shorts should be olive drab.

Please note that we are going to need to limit the number of leaders that each troop can bring due to the number of scouts alreday signed up. Please don't disappoint your adults by promising them a space at camp without first checking the number guidleines on page 42!

Jack Dirr is returning as Assistant Camp Director. Marc Jenkins returns for year three as Program Director, and Jay Fink returns again as Head Cook. Bruce Lemken also returns as Range Dir. Please feel free to contact me at anytime--usually you get my machine, so please do leave a message! Email is a good choice to contact me.

Yours In Scouting,

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NoBeBoSco 2010 HIGHLIGHTS:

Veteran Scout Program

Veteran Scouts (4th year or older) can once again earn the "Ocsobebon Award", which will be a Neckerchief with a limited edition logo on it. There are also special merit badges available for this summer only! (see "100th")

Climbing/Rappelling Tower

The Climbing/Rappelling Tower will be offered for older scouts each day. We also will be continuing with Climbing Merit Badge for scouts 13 years or older

The First Class Adventure

All of your first year scouts, up to the rank of First Class, can join in this skill-intensive program based on scouting skills. The program reflects the current Tenderfoot through First Class requirements, and allows different programs for each rank.

Trail To Eagle

The Trail-To-Eagle Program is designed for your Star and higher-rank scouts to move closer to the Eagle Rank while at camp. It is available each week, and allows completion of some badges if proper prerequisites are met.

100th Anniversary

Our theme (still secret, of course) will compliment the 100th Anniversary of Scouting that is being celebrated this summer. We will be offering 3 historical merit badges (see 100th section) as well as the Scouting Heritage badge.

Additional Programs for Older Scouts

Mountain Biking:

This popular program continues. Just pass a short safety course, and you can sign out a mountain bike and follow our course through the woods. A limited number of bikes are available.

Horsemanship

No-Be will once again offer the Horsemanship Merit Badge for a limited number of scouts. Scouts will be transported to a nearby horse farm. (additional fee)

American Heritage Merit Badge Returns

American Heritage returns and will be offered from 2-3 at the office. A Prerequisite is 3c, and must be brought completed to camp.

TABLE OF CONTENTS

	PAGE
Camp Schedule	5
Camp Fees	5
Camp Leadership	6
Leadership Training Opportunities	6
Camp Check-in	7
Sunday Check In	7
Check-Out During Camp	8
Check-Out End of Camp	8
Merit Badge Sign-Up	8
Camp Health and Safety	9
Camper Safety	11
In-Camp Safety Procedures	11
Camper Health Surveillance	11
General Information	12
Typical Daily Schedule	13
Camp Program	14
General Information by Department	14
Merit Badge Information	15
Merit Badge Schedule	16
Merit Badge Schedule by Period	17
Merit Badge Prerequisites	18
Campwide Activities	19
Program Area Activities by Period	22
Trail to Eagle	23
Trail to Eagle Merit Badge Schedule	24
Older Scout/Troop Trek Programs	25
Camp Emergency Procedures	26
What To Bring To Camp	28
Camp Map	29
Directions to Camp	30
Camp Inspection Form	31
Camp Awards Forms	32
Horsemanship Program	36
New Veteran Scout Program	37
No-Be promotion sheet (also at website)	38
Summer Camp Roster	40
Troop Sign-Up Form	41
Number of Leaders Chart	42
Prerequisite Verification Form	43
Authorization to Medicate	44
100 Anniversary Information	45
Complete Schedule Grid	46

2010 CAMP SCHEDULE

Week 1	July 4 to July 10
Week 2	July 11 to July 17
Week 3	July 18 to July 24
Week 4	July 25 to July 31
Week 5	August 2 to August 8
Week 6	August 9 to August 15

Camp will not open until 1PM each Sunday--Camp Office will be closed.

Note: Provisionals must make arrangements to go home on all weekends. No provisionals will be in camp on weekends. Scouts transferring over from their home troop must arrange to return to camp on Sunday. The provisional program is only offered weeks 1,5 and 6 this summer.

•••IMPORTANT PROCEDURE: All scouts going to camp with their own troop must register for camp and make payment to their own troop, not through the Council Office. The troop will then register scouts and make payments.

•Provisional Scouts continue the policy of registering directly with the Council.

CAMP FEES

Scout with own troop	$315 per week $345 if payment after May1
Scout without troop	$365 per week $395 if payment after May 1

A camp patch is included with each scout payment.

Leader's fee: This year's leader's fee is $125. We will follow a system that is like previous years. A chart that lists the exact numbers is on page 42. It is basically one leader free for each 8 scouts, but check chart for number

Leader's Count: To allow more scouts to attend camp the number of leaders allowed for each troop are based on your scouts attending. This is also on the chart on page 42. It is roughly 1 leader allowed per 6 scouts, but check chart for exact count. Remember, allowed does not mean free!

To reserve a campsite, a troop must pay a non-refundable Hold-A-Site fee of $100. This fee will be applied to your final fee payment.

THE HOLD A SITE FEE DOES NOT GUARANTEE ANY SCOUT SPACES! SCOUT SPACES ARE HELD WHEN THE FULL FEE IS PAID.

Refund Policy: Nobe will be required to strictly adhere to the council's refund policy this summer. Please see page 42 in this guide for complete information.

CAMP LEADERSHIP

Camp Scoutmaster

Current BSA policy requires that each troop be under the leadership of two (2) adults, one at least 21 years of age and the other at least 18 years of age.
It is preferable that the Year-Round Scoutmaster attend, but if this is not possible the troop committee names a "Camp Scoutmaster". Both of these adults must be registered with the Boy Scouts of America. ANY PARENT OR LEADER STAYING OVER IN CAMP MUST HAVE A CURRENT PHYSICAL COMPLETED ON THE BSA FORM! Adult leaders should have a scout uniform to wear.

The Camp Scoutmaster works with the Senior Patrol Leader in developing their camp program. He also should attend the daily camp leader's meetings. The Camp Scoutmaster coordinates all adult leadership in his troop. All troop adult leaders are responsible to the Camp Scoutmaster.

Senior Patrol Leader

Each troop's SPL is part of the Camp Senior Patrol Leaders Council, which meets each day with the Camp Program Director. The SPL works on planning campwide events as well as coordinating other troop activities. The SPL runs a Patrol Leaders Council meeting within your troop at least once during the week. If your SPL is not able to attend camp, a "Camp" Senior Patrol leader should be appointed.

LEADERSHIP TRAINING OPPORTUNITIES

Boy Scout Leader Training

It is recommended that the Camp Scoutmaster have completed Scoutmaster fundamentals training. It is required that 1 summer camp leader be certified with Youth Protection Training. Talk with your District Executive about this.

Pre-Camp Orientation

These sessions are important for the Camp Scoutmaster, who should attend if at all possible. This year's pre-camp meeting will be held at the Rescue Hall on Romaine Street in Fair Lawn, NJ on Monday, June 28th and will start at 7:30 PM. Theme and program items will be given.

Camp Leaders Roundtable

This is a daily meeting with the Camp Director, Asst. Camp Director or Program Director.

Camp Senior Patrol Leaders Council

This is a daily meeting with the Program Director. Plans for campwide activities, troop activities, and campfires are discussed.

CAMP CHECK-IN PROCEDURE

Registration

All adult leaders and scouts camping on the property must be current, registered members of the Boy Scouts of America. A complete camp roster must be turned in at the camp office at check-in. All adults and youth must have the new BSA Medical Form properly signed to stay at camp. No other forms can be used. THIS IS VERY IMPORTANT. This includes parents staying for even one night. If a scout is coming with medication, parents should contact our health officer before arriving at camp! They may be asked to come with the scout on check-in for serious medications.

Arrival Time

CAMP OPENS AT 1:00 PM SUNDAY. PLEASE DO NOT ARRIVE EARLIER. We will not be able to assist anyone until 1:00 PM. NO EXCEPTIONS! The time up until 1 pm is critical to the staff for getting camp ready.

Vehicles are NOT permitted on the A-Field. We will allow 1 vehicle per troop to go in ON THE ROAD, unload, and pull out. No Provisional's vehicles are allowed. Vehicles must be returned to the parking lot by 5pm Sunday.

Campsite Host

When you arrive at camp, your campsite host will be waiting in the parking lot (starting at 1pm). Your host will show you around the campsite and welcome you and your troop to the camp. The host will take your troop on the camp tour. A leader should report ASAP to the camp office for registration and verification of payment.

Sunday Check In

- Host shows tents and site assigned to your troop.
- Leader should tour site with host, noting condition of the equipment on site check-in form. Damages that occur during your stay will be charged to the troop.
- Leader reports to camp office with a Troop Roster and any receipts/checks.
- Leader will receive a color-coded wristband for every paid adult in camp.
- While Camp Leader Checks-In, the SPL will supervise troop preparations for tour in consultation with the host.
- Host takes troop for Medical Re-Checks, Dining Hall assignments, camp tour, swim tests, and camp safety lectures.

CAMP CHECK-OUT PROCEDURE DURING CAMP SESSION

Camper

During the week, campers may only leave with the permission of their Camp Leader. Leader and scout should come to camp office to remove name from the troop roster. IT IS THE TROOP LEADER'S RESPONSIBILITY TO VERIFY WITH WHOM THE CAMPER IS LEAVING. There is a form to be filled out at the office for this.

Adult

Adults check out at camp office. If an adult is leaving camp for a few hours, he uses the leader's sign-in/sign-out book. This assists us in case we need to get in touch with you. Leaders checking out will turn in their wristband. New leaders will get their own band.

Check Out Procedure at End of Camp

- Closing Ceremonies are held after breakfast Saturday.
- Campsite Host reports to site after ceremonies and completes check-out form with Scoutmaster, noting any damages or problems.
- Leader reports to camp office to pick up medical forms, medicine, merit badge cards, and any other forms. Patches are handed out, please count!
- Leaders settle any financial accounts or pay for any damages at this time.
- Leaders arrange for any awards not given out at closing ceremonies.

MERIT BADGE SIGN-UP

Merit badge sign-up is very similar to the way a scout signs up at home for a merit badge. At the scheduled merit badge time on Monday, the scout simply shows up at the class, and presents a merit badge card signed by the camp scoutmaster. This is all that will be required. Keep in mind that this means a scout must get your signature--and approval--before he can take a badge. EACH TROOP DECIDES HOW MANY AND WHAT BADGES A SCOUT TAKES. This is not a camp decision.
A Merit Badge Schedule is provided elsewhere in this leader's guide. Some minor changes to the schedule may occur, but will be avoided if possible.

CAMP HEALTH AND SAFETY INFORMATION

The Boy Scouts of America have a long and proud record of concern for the safety of its scout campers, and share with the Governmental Regulatory agencies the desire to maintain the quality of the camper's experience. The leadership that the leaders and parents in camp provide make a Boy Scout Camp unique among all types of children's camps in the country. Add to this the presence of the staff at program areas and campwide activities, and Boy Scout Camp becomes a remarkably safe environment for our youth.

In addition, the year-round nature of the Scouting program, the patrol method, and boy leadership give camp leaders a sound basis for determining the trustworthiness and maturity level of all campers within their charge.

Medical Examination

Every Scout and adult staying at camp must, upon arrival, present a completed and signed medical form, the new BSA Medical Form. Everyone is given a re-check, but full examinations are not available. **DO NOT ALLOW ANY SCOUTS TO MAIL MEDICALS TO THE COUNCIL OFFICE. Either you or their parents should bring them to camp.** HAVE PARENTS MAKE A COPY OF THE MEDICAL!!! **Each troop should keep their own complete set of medicals.**
(This is not rocket science, folks. You need a medical to be at camp!)

Medications

If a scout requires special medication , a parent/guardian may be required to come to camp, meet with the Health Officer, and sign authorization forms. This is very important!! The authorization form is available at the end of this leaders guide. These parents should call our health officer the week before arrival to clarify this information. The camp number is 908-362-6088.

Accident Insurance

In-Council Troops: In Council Campers and Leaders are covered by the council's accident policy that covers all scouting activities. The same limitations apply at summer camp as during the rest of the year. Claims that exceed the limits of the policy must be borne either by the individual's family policy or any coverage the unit may carry. Sickness is covered by family policy.
Out of Council Troops: Out of council units must provide evidence of coverage by their own council or provide their own coverage. Please send this to Northern New Jersey Council prior to your arrival at camp, and please bring a copy with you to camp and turn in at check in with the camp director.

Fireworks

Fireworks are absolutely not allowed.

Health Lodge

A properly qualified Health Officer will be available at all times. A local hospital in the town of Newton is open 24 hours a day for emergencies. The unit is expected to assist in transport of scouts to the hospital. The camp leader must make arrangements to contact the parent/guardian of a scout who must go to the hospital or see a doctor.

Fireguard

In case of fire, notify the camp office IMMEDIATELY. Each unit is required to post a fireguard chart in their campsite, and keep all fire buckets filled. Campfires are normally permitted in the sites, but it is the Troop Leader's responsibility to insure that proper scouting safety rules are followed. Refer to your handbooks for information.

Liquid Fuel/Propane

Camp allows liquid fuel under proper adult supervision. Propane use is suggested, and empty cylinders should be taken home. All liquid and unused bulk propane fuels must be stored in the camp flammables shed. See quartermaster on Sunday.

Archery/Rifle/Sheath Knives

Personal firearms will NOT be allowed to be used at any time. Please do not bring them to camp. If brought by accident, please turn in to the Field Sports Director for storage. We discourage personal archery equipment, but if brought they must be turned in to Field Sports Director immediately. He will decide if it may be used, but camp is not responsible for the equipment.

Please do not allow your scouts to bring anything but a pocketknife to camp.

Alcohol, Drugs, Etc.

It should not have to be said in our Scouting Family, but we must remind you that Alcohol, illegal drugs, or controlled substances are absolutely forbidden to be brought to or consumed in camp. Violators will be sent home and authorities will be notified. These regulations apply to all scouts, leaders and visitors.

Smoking

There is no smoking allowed in any part of camp except the troop campsite. Smoking is not allowed by persons under 18. Smoking is not allowed in any camp buildings or tents. If you do need to smoke, please be very conscious of other people, and of the example you are giving. Do not smoke around scouts. In addition, cigarette butts last almost forever--please dispose of them properly.

Vehicles

All Vehicles must be parked in the main parking lot. No vehicles will be allowed to remain in the sites. On check-in/check-out days, 1 vehicle per troop may be allowed onto the road that leads to the a-field sites, but only with a staff escort.

Pets

State law does not allow for pets in camp, even by visitors.

Privacy

Basic courtesy and common sense is important in camp. The Troop campsite is that troop's home, and other scouts may visit only if invited. Scouts should not cut through campsites. The staff area is off limits to scouts.

Electronics

Cell phones may only be used by leaders **in their campsite**. They are not allowed to be used in the rest of the camp or carried around in camp. SCOUTS MAY NOT HAVE THEIR OWN CELL PHONES OR IPHONES. Scouts may not use walkie talkies in camp.

Footgear

Footgear must be worn in camp at all times, other than the obvious exceptions such as swimming in the lake. Aqua socks are a great idea for lake use.

In-Camp Safety Procedures

•The buddy system is to be in effect at all times. This provides a way for a scout to secure help, should an accident occur. If a scout should prove untrustworthy, however, closer supervision may be warranted.

•A camper's sign-in/sign-out log should be kept in the campsite. Any time a scout is going on an activity other than with your troop, this should be recorded on the log. This will help you keep track of your scouts' activities.

•Head counts are important in camp. They should occur at Reveille, Taps, and at all troop formations and activities.

•It is the goal of our camp for all scouts to have a safe and healthy stay in camp. It is important, therefore, that both staff and leaders pay attention to the health and attitudes of the scouts, in order to make sure that no problems are occurring.

•Meal time is the ideal opportunity for health surveillance. If a scout is not exhibiting the normally very healthy appetite of their age group, and food tastes are not involved, it would be prudent to question the scout as to how they are feeling. The Health Officer should be contacted and consulted on camper health problems.

•Take time out of each day to ask a scout how he is feeling. In addition, encourage and enforce proper hygiene while at camp. Keep soap stocked at your latrines, and enforce its use! Waiters will be required to wash their hands before each meal.

GENERAL INFORMATION

Mailing Address

Camp NoBeBoSco
Scout _____, Troop _____
11 Sand Pond Road
Blairstown, NJ 07825

E-Mail your Scout: From www.nobebosco.org you can email your scout. This email will be printed out and placed in the troops mailbox. Keep in mind that E-Mail is not considered confidential when sending your message. Please limit this! Camp must connect via a slow modem and old phone lines. Please do not contact the office to check on the status of emails.

Telephone

The camp telephone is for camp business. Parents may call only in real emergency situations. A calling card phone is available in camp, which leaders may use, and scouts may use if a leader is with them. Scouts can not be directly contacted. **Please do not send cell phones or iPhones to camp with scouts. They will be collected and held by the troop leaders.** Calling cards will be available at the Trading Post

Camp Phone: 908-362-6088 **Camp Fax**: 908-362-9776 (call first)

Housing

Campers and leaders sleep 2 per tent. They are provided with platforms, tentage and cots only. Bedding/mattresses are the responsibility of the individual.

Visitors

Visitors are welcome during the daylight hours if they have the approval of the Troop Leaders. Visits should obviously be arranged in advance. Visitors must check-in at camp office and receive wrist bands. The Sunday and Friday campfires are for the scouts, not the scout families. We do not have room at the site.

Meals are usually not available for visitors. Plan to bring your own food, which may be eaten in our picnic area or campsites, not in the dining hall. Call 24 hours in advance to inquire. Cost: Breakfast-$4.00 Lunch-$5.00 Dinner-$6.00 Weds Dinner will cost $7.00. **No extra meals will be available Sunday or Friday dinner,** and limited at other meals. Fees for meals will be collected at check in. The dining hall is usually full.

Trading Post

Camp provides a trading post which sells souvenirs, merit badge books, candy, soda, slush puppies, ice cream, batteries, flashlights, handicrafts, and Scout supplies. Scouts will need to have some spending money if they wish to purchase these items. ($25-$35 depending on your scout!) This is in addition to any Merit Badge costs.

Quartermaster

The quartermaster provides toilet paper and latrine cleaning supplies. Tools and equipment are available for borrowing. Troops should bring their own American flag as well as their troop flag. It also is advisable for troops to bring rope.

TYPICAL DAILY SCHEDULE

7:00 AM	REVEILLE
7:45	Waiters Report
7:50	Flag Raising
8:00	Breakfast
9:00-12:00	Program Areas Open
12:00	Waiters Report
12:15	Lunch
1:00-2:00 pm	Siesta
2:00-5:00	Program Areas Open
5:30	Waiters Report
5:50	Retreat(5:40 Sunday)
6:00 pm	Dinner
7:00-10:00	Troop and Campwide Activities
10:30	Taps

CAMP PROGRAM

Philosophy

The camp staff exists to serve your troop, and to help your scouts get the best possible experience at camp. Keep in mind, however, that the staff supplements your troop leadership--it is not a substitute for it.

GENERAL INFORMATION--BY AREA

Aquatics

- For merit badge times, consult the merit badge schedule.
- Mile Swim: Thursday 12:00 to 1:00 (requires 4 hour practice, and questions)
- Instructional Swim: Daily, 11AM Mon-Fri. (except Weds.)
- Safe Swim/Safety Afloat : Monday at 1:00 at Waterfront for all leaders
- BSA Lifeguard: See Aquatics Staff on Mon. for details and sign-up. Must be 15 to participate.
- Open Swim/Open Boating: 3:00 - 4:45 pm **(except Weds.)**
- Troop-run Boating and Swims are available during Troop Activities Night.
- Waterfront badges require instruction AND practice time. This limits the number of badges a scout can finish.
- For merit badge times, consult the merit badge schedule.
- Scouts may also work on their 2nd and 1st class swimming req. at camp during instructional swim or free swim. They do not need to be in the New Scout program
- Polar Bear Swim: 7:10 to 7:30 Tuesday, Thursday, Friday.

Nature

- For merit badge times, consult the merit badge schedule.
- Environmental Science is for advanced scouts. MANY HOURS OF OBSERVATIONS!!!
- Nature Trail is available; Nature Hikes upon request.
- Conservation projects are encouraged. List provided in Sunday's Packet.
- Astronomy requires late night and middle of the night work. Weather obviously is a factor. Pre-Requisites must be completed to earn this badge.

Scoutcraft

- For merit badge times, consult the merit badge schedule.
- Cooking Merit Badge is a 2-hour badge, and will require scouts to miss dining hall meals for completion, regardless of any scoutmaster notes.
- An in-camp overnighter is required for Wilderness Survival.

First Class Adventure

- The New Scout program, the First Class Adventure, is designed to work on scouting skills, and 1 or 2 Merit Badges. 4 to 5 pm is open each day, and 11 to 12 if they pass swim test. Swimming merit badge is not recommended unless scout is a strong swimmer already, as it is a 2 hour badge and difficult.
- Scouts in the new scout program will be taking a day hike of 5 miles.

Handicraft

- Consult Merit Badge Schedule for Merit Badge Times.
- Lodge is available at any time during Program Times: 9:00-12:00, 2:00-4:45.
- Individual instruction is available to any scout.
- There are costs involved in purchasing baskets, stools, carving kits, etc. These prices go up every year, and we can't guarantee anything in this regard. Stool kits are typically $10, Basket kits $4. Woodcarving slides $2 to $4.

Field Sports

- For merit badge times, consult the merit badge schedule.
- Camp Awards in Field Sports will be run during camp
- Troop Shoots during Troop Activities: Sign-up with office after Leaders Meeting.
- Free Shoots are available during the day for individuals(see prog. schedule)
- Field Sports badges are difficult to complete unless scout is skilled. These are really not the best choice for first year scouts!!!!!
- Shotgun and Archery Merit Badges have costs involved.

Merit Badge Information

Requirements

Merit badge requirements are as stated in the current edition of the BSA Merit Badge Requirement Book. It is important that leaders advise the scouts about requirements, advance preparation, and limitations on specific merit badges. MERIT BADGES MAY ONLY BE WORKED ON DURING YOUR TROOP'S WEEK IN CAMP. YOU MAY NOT RETURN LATER TO FINISH A BADGE, OR TO HAND IN WRITTEN REQUIREMENTS.

Registration

Merit badge sign-up is very similar to the way a scout signs up at home for a merit badge. At the scheduled merit badge time on Monday, the scout simply shows up at the class, and presents his signed merit badge blue card to the counselor. This is all that will be required. Keep in mind that this means a scout must get your signature--and approval--before he can take a badge.

We reserve the right to limit a class size, or to schedule an additional class at a different time to take up overflow from a large class. This is normally not necessary for us to do.

Records

Records will be available in each program area during the day. Leaders are encouraged to check these records as needed. Merit badge cards will be returned in the leaders' mailboxes at the end of each week. Progress reports will be given at midweek.

Advance Preparation

Due to the complexities and time requirements of some badges, some need work before and/or after camp. See prerequisites page for details. Partial completions will be given where appropriate. Partials are designed for the scout to finish the badge during the year at home, not to come back the next year at camp to finish the badge! Partials from other camps will be honored, after demonstrating skills.

Merit Badge Schedule: **MAY 1St UPDATE**

Merit Badge	AREA	TIME
American Heritage	Office	2-3
Archeology	Nature	2-3
Archery	Archery	9-10 or 3-4
Astronomy	Nature	Schedule with staff, and EVERY evening.
Backpacking	Scoutcraft	Schedule with staff
Basketry	Handicraft	Open: 10-12, 2-3, 4-4:45
Bird Study	Nature	Schedule with Staff
Camping	Scoutcraft	9-10 or 2-3
Canoeing	Waterfront	10-11 or 2 to 3 Plus Practice Time
Climbing	Office	3-4 or 4-5
Cooking	Scoutcraft	10-12 or 3-5 Note Class Length is 2 hrs.
Emergency Preparedne	Scoutcraft	10 to 11 or 3 to 4
Environmental Science	Nature	9-10 or 2-3 Plus observations and additional time
First Aid	Health Lodg	10 to 11 or 2 to 3
Fish and Wildlife Mgmt	Nature	10 to 11
Fishing	Nature	2 to 3
Forestry	Nature	3 to 4
Geology	Nature	3 to 4
Hiking	Scoutcraft	Schedule with Staff
Horsemanship	At Farm	9 to 11 , 3 days during week
Indian Lore	Handicraft	9-10, 2-3, 3-4
Insect Study	Nature	Schedule with Staff
Leatherwork	Handicraft	Open: 10-12, 2-3, 4-4:45
Lifesaving	Waterfront	10-12 (bring CPR card)
Mammal Study	Nature	10-11 or 4-5
Nature	Nature	11 to 12
Orienteering	Scoutcraft	9-10 or 4-5
Pioneering	Scoutcraft	10-11 or 3-4, plus project time
Reptile Study	Nature	11-12 or 4-5
Rifle Shooting	Field Sports	11-12 or 2-3
Rowing	Waterfront	11 to 12 or 3 to 4
Shotgun Shooting	Field Sports	4 to 5
Small Boat Sailing	Waterfront	9-10 or 2-3 plus practice time during open boat
Soil and Water	Nature	11-12 or 4-5
Swimming	Waterfront	9-11 or 11 to 12 and 4 to 5 (now 2 hrs in length)
Weather	Nature	9 to 10
Wilderness Survival	Scoutcraft	11-12 or 2-3
Wood Carving	Handicraft	Open: 9-10, 11-12, 3-4:45
Please Realize you may not be able to take every badge you want in 1 week		
Scouts should become familiar with requirements before they come to camp.		
"Schedule with Staff" badges require scout to visit area sometime Monday		
to arrange a time.		
Please Note:	**Envi Sci requires more than just the 1 hour time to complete**	
	ASTRONOMY should plan to meet EVERY EVENING, WEATHER PERMITTING	
	Boating badges require extra practice time by the scouts.	

MERIT BADGE SCHEDULE BY TIME PERIOD

May 1st UPDATE

	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
	** indicates scout has a choice of time*					
Waterfront	Swimming pt1*	Swimming pt2	FCA Swim Pt1	Canoeing*	Rowing*	FCA Swim Pt2
	Sailing*	Lifesaving Pt1	Lifesaving Pt2	Sailing*	Practice Time	Practice Time
		Canoeing*	Rowing*			
Field Sports	Archery*		Rifle*	Rifle*	Archery*	Shotgun
Scoutcraft	Orienteering*	PIONEERING*	Wild. Surivial*	Camping*	PIONEERING*	Orienteering*
	Camping*	Cooking Pt 1*	Cooking Pt 2 *	Wild. Survival*	Cooking Pt1	Cooking Pt 2
		E-Prep*			E-Prep*	
Nature	Envi Science*	Fish and Wildlif	Reptile Study*	Envi Science*	Forestry	Reptile Study*
	Weather	Mammal Study	Soil and Water	Fishing	Geology	Soil and Water
			Nature	Archeology		Mammal Study
Handicraft	Indian Lore*			Indian Lore*	Indian Lore*	
		Basketry	Basketry	Basketry		Basketry
		Leatherwork	Leatherwork	Leatherwork		Leatherwork
	Woodcarving		Woodcarving		Woodcarving	Woodcarving
Health Lodge		First Aid*		First Aid*		
Office Area			Communications	Cit World	Cit Nation	Cit Community
				American Herit	Climbing	Climbing
	Please Note:	**Envi Sci requires more than just the 1 hour time to complete**				
		Pioneering Requires Extra time for projects				
		ASTRONOMY WILL BE MEETING EVERY EVENING, WEATHER PERMITTING				
	Badges that are scheduled individually with Staff:					
	Backpacking, Bird Study, Astronomy,Insect Study, Hiking					

MERIT BADGE	Prerequisites/Comments Requirements as of 1/1/10
American Heritage	3c
Archeology	none
Archery	Need archery skills to pass badge. Requires purchase of an arrow kit. Difficult
Astronomy	Req. 6 or will get partial. Will meet Sunday Night.Depends on weather!
Basketry	Requires purchase of 2 basket kits and 1 stool kit. Plan for $15.00 to 20.00
Bird Study	Req 8 best pre-camp. Requires extensive knowledge of and interest in birds.
Camping Rev. 2007	Req. 9 a and b must be completed prior to camp. 9c recommended.
	Need a backpack for in-camp overnighter.
Canoeing**	Must pass "red, white, and blue" swim test at camp.
Climbing Rev. 2007	
Cooking	Req 3 and 7 (menus) Should have 2 of 3 dinners and 1 of 2 breakfasts done.
	Will be cooking many meals at camp which will take a lot of time.
	These are in addition to meals required for rank advancement.
	You will not be able to cook all the required meals at camp,
	so a partial may have to be issued if you can't prove completion of some meals.
Emergency Preparedne	**First Aid Merit Badge must be completed before signing up.**
	Req. 2,6c,8c & 9 done at home before camp.
Environmental Science	Study pamphlet prior to camp. Difficult badge, sugg. 2nd year and above
First Aid	Needs to teach first aid skills to scouts in troop--before or during camp.
	Must be finished First Class First Aid Skills. Bring Req 2b(kit) with you.
Fish and Wildlife Mgmt	
Fishing	Bring Favorite equipment for fishing.
Forestry	Completing a field notebook is required
Geology	Parts of req 4 and 5 can be completed pre-camp.
Hiking	Requires 5-10 mile hikes and 1-20 mile hike. Hikes done pre-camp
Horsemanship	There is a $40 fee. Takes both the 9 and 10 AM time slots. 13 years or older
Indian Lore	Helps to do research pre-camp.
Insect Study	Requirements 3 ,4a,4b 7, 9,11 must be completed prior to camp.
Leatherwork	Requires purchase of some leather supplies (plan $5)
Lifesaving**	Must have swimming merit badge. Is advantageous to have CPR cert
Mammal Study	
Nature	
Orienteering	Needs to teach orienteering to scouts in troop--before or during camp.
Pioneering	Extra Project time required.
Reptile/Amphibian Stud	Requirement 8 must be completed prior to camp.
Rifle Shooting	Requires shooting ability. Difficult for novices to complete in 1 week.
Rowing** Rev. 2007	Must pass "red, white, and blue" swim test at camp.
Shotgun Sh rev. 2007	Requires shooting ability. Cost of Shells and Clay Targets are expensive
	($20-$25). Difficult for novices to complete in 1 week.
Small Boat Sailing**	Must pass "red, white, and blue" swim test at camp. Difficult for small scouts.
Soil and Water	Some options in #7 require pre-camp work.
Swimming**	Must pass "red, white, and blue" swim test at camp. 2 hour class
Weather Rev 2007	Is helpful to complete requirement 8 pre-camp.
Wilderness Survival	Bring Personal Survival Kit with you to camp.
Wood Carving	Requires purchase of carving items (plan $5). Bring or purchase
	a pocket knife. Must have Totin' Chip Card.
**Aquatics Note: All Aquatics badges require instruction in CPR. This will be done in extra sessions	
which take additional time. If you come with your CPR card, it will save time for you.	
PLEASE NOTE: If comment notes requirements must be completed before camp,a partial may result.	

CAMPWIDE ACTIVITIES

Overview

A wide variety of campwide activities will be available for your troop at camp. While the specifics of many of the activities are designed through the creative energies of the Camp Staff and the Senior Patrol Leaders Council, this guide will give you the "flavor" of what to expect this summer. Each summer we have a "Theme" which will influence our daily activities

Campfires

Campfires are an exciting part of the summer camp experience, and often the most memorable. You can look forward to very high quality campfires from both the staff and the scouts.

- Sunday Evening--Staff Campfire, with varied programs each week for two week troops.
- First Year Campers' Campfire--Monday night, an entertaining "perk" for the new in camp. This campfire is specifically geared towards helping the new guys gain that special feeling for our camp.
- Friday Campfire -- The Friday campfire is designed by the Senior Patrol Leaders and the Camp Staff, and involves skits, songs, and cheers from both groups. It is different each week of the summer.
- Order of the Arrow Callout--Wednesday Night, each week the Order of the Arrow holds an Indian pageant to honor all Scouts elected since the previous summer.

Campwide Events

Good campwide events are essential to camp. Campwide events are what help scouts realize that they are part of something greater than their patrol or their troop--they are part of the brotherhood of scouting. Expect a wide variety of activities.

- Water Events--Fun filled boating and swimming competitions.
- Wide Games-- Including both competitive activities and teamwork builders, wide games will round out your camp experience.
- Troop Run events--in a carnival, boardwalk, or fair-type setting.
- Chapel Services--A scout is Reverent. Each week camp will provide an "All-Faiths" service. (Catholic Mass is available in town when we don't have a priest available on Sunday-troop provides transportation)
- Adventure Hikes--Troop run trips to near-camp cool places!

CAMPWIDE ACTIVITIES (continued)

Troop Activities

What would camp be without the opportunity for your troop to work and play together in activities designed just for yourselves. What follows are some of the activities available, but they are not the final word. The sky is the limit--we are here to serve you and will try to assist in any activities you would like.

- Troop Shoots--Your troop can schedule a time for using the rifle range or the archery range during troop activity nights.
- Sports--Your troop can play volleyball, or frisbee on our Athletic Field. You can also challenge other troops or the staff!
- Overnighters--Hike to a special spot in No-Be, or hike on the Appalachian Trail. We have trail tarps and food available, but troops need their own backpacks and "backpacking" stoves if desired, and cook kits. We border the 100,000 Acre Delaware Water Gap National Recreation Area--The sky is the limit! Let us know when you arrive if you plan on doing this.
- Nature Trail/Star Hikes--Arrange with the Nature staff.
- Troop Campfires--Any night is a great night for a troop campfire!! We do set aside Tuesday and Thursday (late) evening for this purpose, however. Why not plan a special program and invite another troop or camp staff?
- Troop Treks--You can arrange for a "trek" to any of the local spots, including but not limited to : The Glen; Millbrook Historic Village; Delaware Water Gap Rec. Area and the Appalachian Trail. Please note that any time out of camp could affect your merit badge work.
- Skill Sessions--You can arrange through your commissioner for instruction in a wide variety of scout skills.
- Conservation Projects--Work to improve your teamwork while helping the camp.

Patrol Activities

Camp has many opportunities for you to strengthen your troop's patrols. Almost all of the above activities can be re-tailored to fit a patrol.

Why not consider having a patrol cook a meal in the campsite, taking a patrol on a hike, having a patrol flag competition, taking a patrol fishing expedition, working on patrol conservation projects, or anything else you can think of?

CAMPWIDE ACTIVITIES (continued)

Individual Activities

Camp provides many activities beyond merit badges that a scout or a scout and his buddy can work on. Here are just a few of them:

- Camp Field Sports Awards
- No-Be Achievement Awards
- Fishing
- Mile Swim
- BSA Lifeguard
- Paul Bunyan
- Totin' Chip
- NoBe Adventurer Award
- Ocsobebon Veterean Scout Award

Camp Awards

The No-Be awards program is a unique and important tradition at No-Be. There are some costs involved in purchase of award patches.

- Achievement Award
- Adventurer Award
- Trail Award
- Honor Patrol
- Honor Troop

Forms for these awards are available at camp, copies are included in this guide for all except the Honor Troop Award. The Honor Troop Award encompasses the summer's "theme", and will be available at camp and at the pre-camp leaders meeting. These are summer awards only, and are not available at any other time. Patches must be purchased at the trading post, during summer operation.

Specialty Programs

Special programs will be available this summer that are geared specifically towards your older scouts. These will include "Trail To Eagle" , Black Powder Demonstrations, Action Archery, Mountain Biking, Climbing/Rappelling, Archeology, and Horsemanship. There is a program for your first year scouts called: "The First Class Adventure".

PROGRAM AREA ACTIVITIES BY TIME PERIOD

	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
Waterfront			Instructional Swim		Open Swim and Boating Practice	Boats (not Weds
			Mile Swim 12 to 1 Thursday			
Field Sports		FCA Archery	Open Archery	Open Archery		Open Archery
	Open Riflery	FCA Riflery			Open Rifle	
				Action Arch(T and Th)		
Scoutcraft	Open for sessions--schedule with Area Director					
First Class Adv.	New Scout Skill Sessions			New Scout Skill Sessions		
Nature	Open for Nature Hikes, Nature and Star Hikes--Schedule with Area Director		Trail, Special Se	Open for Nature Hikes, Nature and Star Hikes--Schedule with Area Director		Trail, Special Se
Handicraft	Open for all activities					
Climbing				Open for Older scouts		

TRAIL TO EAGLE

INTRODUCTION

The Trail to Eagle program at NoBeBoSco is designed to give your older scouts an opportunity to continue working on merit badges while at camp in order to encourage them on their "Trail to Eagle".

Trail to Eagle is designed to have merit badges running at specific times which will often conflict with other camp merit badges. This is unavoidable, and scouts who choose Trail to Eagle must realize this. In addition, scouts will not necessarily be able to finish these badges while at camp. However, with proper pre-camp work, many can be completed.

REQUIREMENTS

Trail to Eagle is designed for scouts who have attained the rank of Star (or have finished all requirements), and are attending a summer camp for at least the third summer. Scouts are required to attend the special Trail to Eagle training sessions. If they do not attend, they will not be able to work on the merit badges. Prerequisites must be turned in at the first meeting, or scouts will not be allowed into the badges.

THIS IS SPECIAL PROGRAM, AND TRAIL TO EAGLE RULES APPLY WHICH CAN BE DIFFERENT THAN THE REGULAR CAMP PROGRAMS.

MERIT BADGES

Some of the merit badges that are part of Trail to Eagle are already included in our regular camp program. They are: Camping; Emergency Preparedness; Environmental Science; First Aid; Lifesaving; Hiking and Swimming.

The SPECIAL badges offered in this program, and outlined in the schedule that follows are: Communications; Citizenship in the Community; Citizenship in the Nation; and Citizenship in the World.

TRAIL TO EAGLE MERIT BADGE SCHEDULE

MERIT BADGE	AREA	TIME
Regular Camp Badges:	*(see regular Merit Badge sheets for prerequisites)*	
Camping	Scoutcraft	9-10 or 2-3, Overnighter Tuesday night
Emergency Preparedne	Scoutcraft	10 - 11 or 3-4
Environmental Science	Nature	9-10 or 2-3
First Aid	Health Lodg	10-11 or 2-3
Lifesaving	Waterfront	10-12 (Bring CPR Card)
Swimming	Waterfront	9 to 11
Hiking	Scoutcraft	Schedule with staff
Special Trail to Eagle Badges:		
Citizenship/Community	Office	4 to 5
Citizenship/Nation	Office	3 to 4
Citizenship/World	Office	2 to 3
Communications	Office	11 to 12

Trail To Eagle Sessions: 1:30 to 2:00, M, Tues, Th.

TRAIL TO EAGLE BADGE PREREQUISITES:

IMPORTANT: Prerequisites must be turned in on first day to be accepte

Please do not sign up for badge if the prerequisites are not completed!!!

MERIT BADGE	PREREQUISITES
Citizenship/Community	3, 4b,5,7c Scouts should also bring maps of their town for req 2, Book not required but helpful.
Citizenship/Nation	2, 3,6,8 Scouts should also bring papers they read for 3 and dated,typed letter sent to their Senator or Congressman Book not required but helpful.
Citizenship/World	Req. 7, There are five options for this requirement. Select and complete any two of them prior to reporting to camp. Be sure to use the latest requirements, which were revised in 2005. The merit badge pamphlet is required for this badge!
Communications	4, 5, 7,8(typed/printed out)req 1,2, & 9 best done in advance. Book not required but helpful.

NOTE: Prerequisites must be completed prior to camp .

WE RESERVE THE RIGHT TO REFUSE A SCOUT'S PARTICIPATION IN THIS PROGRAM, BASED ON OUR JUDGMENT OF HIS QUALIFICATIONS.

Camp NoBeBoSco Older Scout / Troop Treks

•Mountain Biking (age 12 or 2nd year): We will have bikes in camp, as well as safety gear. Available to sign out at the QM for use on our trail. Safety Course and card required.

•Climbing/Rappelling(age 12 or 2nd year just for open times, not Merit Badge): We will offer our wall during the week and will announce these times at camp. We will also offer Climbing MB (age 13) this year from 3-4 and 4-5, limited numbers, however.

•Archeology Merit Badge (age 12 or 2nd year)

•Veteran Scouts (4th year at a summer camp or older) will be able to earn the Ocsobebon Award. This is a self-guided program that will involve activities from all aspects of camp. Scouts will work on their own to complete the activities earning a neckerchief for completion.

TROOP TREK PROGRAM

Troops can design their own out-of-camp adventure! We will support you with food drops, canoes, etc. Troops can plan week long canoe trips on the Delaware; Land and water adventures combining canoeing with backpacking on the Appalachian Trail; or week long backpacking trips. Troops will need to provide transportation and leadership. Merit badge completion will be impacted, of course. Troops wishing to do this must provide a BSA Lifeguard.

Please discuss with Camp Director well before start of camp!

CAMP EMERGENCY PROCEDURES

Siren Sounds

•Wobble Siren--This means fire, severe storm, or other natural phenomena, all scouts report to the A-Field.
•Long, steady siren--This means lost camper or bather, all scouts report back to the A-Field.
•Short Blast--This is the "all clear" signal--everyone resumes activities.

Fire In Camp

•Send someone immediately to camp office and report findings and location.
•Remove unnecessary persons from area.
•Wobble siren will be sounded
--Everything in camp is to stop, all scouts report to A-Field.
--Leader's take head count of their troops and send SPL to Smith Lodge on the A-Field.
--Staff report to their assigned Fire Destinations.

•When fire is under control, the "all clear" signal will be sounded.
•Local Fire Companies are ONLY contacted by the Camp Director, Ranger, or their designated representative.

Lost Bather

•A long, steady siren is sounded.
--Scouts report to A-Field.
--Troop leaders take head count and send report to Smith ASAP.
--Aquatics staff immediately enact "Lost Bather Search Procedure". Others assigned to waterfront begin as they arrive .
•All Clear signal will be sounded when person is found.

Lost Camper

•Scout name, troop number, and campsite are reported to camp office.
•A long, steady siren is sounded.
--Scouts report to A-Field.
--Troop leader takes head count and sends report to Smith Lodge.
--Staff report to same duty assignments as lost bather, and await further instructions.
--Staff begin search procedures as necessary.
•All Clear signal will be sounded when person is found.

CAMP EMERGENCY PROCEDURES (continued)

Storm/Weather Restrictions

- Everyone is notified as necessary--no use of siren.
  - --Restrictions could include closure of waterfront, closure of ranges, closure of program areas.
  - --Campers will be reminded on a regular basis to consume adequate amounts of fluids during severe heat conditions.
  - --Troops are provided a list of their emergency shelter location at check-in time.

Storm Emergencies/Earthquakes/Tornadoes/Hurricanes/Hazardous Spills

- Troops report to designated shelter area, as per instructions in Sunday Leaders Packet.
- Runners are sent to the troop sites, and areas are notified if it is during regular hours.

Health Lodge Procedures

- Illness or injuries are reported to Health Lodge.
- Health Lodge is available for emergencies at any time.
- Sick call is immediately after each meal for minor problems.
- Send scouts with a leader or a buddy when going to Health Lodge.
- It is the leader's responsibility to transport scouts to hospital if required.
- The leader should contact the parents if any hospital/doctor situation should arise.
- Camp Director has final say if there is a question as to whether a scout should be transported to hospital , sent home, or any other major decision.
- If a camper must stay at Health Lodge more than one day, leader will be notified and parents will be asked to pick up the scout.
- All medications must be kept in the health lodge, as per NJ law.
- It is a shared responsibility between the Unit leaders and Health Officer to see that medication is distributed at the appropriate time.
- Medication Authorization form must be completed by parent. (See end of guide)

Health Emergencies

- If a scout is injured, immediately notify Health Officer.
- An injured scout should not be moved until Health Officer arrives.
- In a dire emergency, Camp Director may call ambulance or direct staff to transport scout/leader.
- In most circumstances, troop provides transportation to hospital or Doctor if required.

WHAT TO BRING TO CAMP

TROOP CHECKLIST:

- American Flag, Troop Flag, Patrol Flags
- Troop first aid kit
- Reference books, Merit Badge Books(also at Trading Post), etc.
- Equipment for any special events your troop has planned, and props for skits/campwide activities
- Trail Tents if needed (camp has trail tarps)
- Trail Cooking Equipment (camp has cook kits)
- Woods Tools (camp has some tools available for checkout from QM)
- Rope, twine, string
- Troop Rosters
- Troop advancement schedules
- Troop checks for end of week purchases at Trading Post

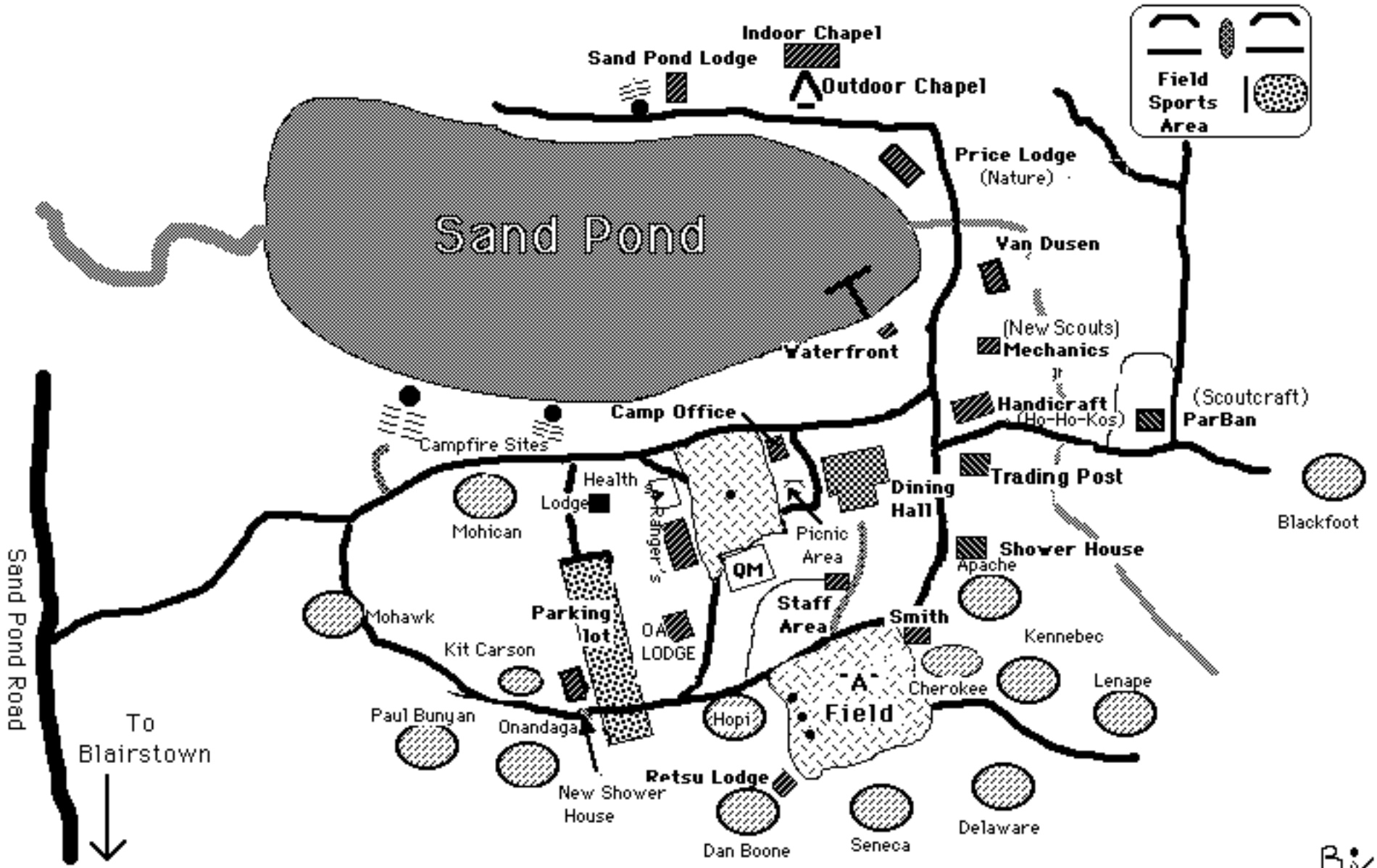
SCOUT CHECKLIST:

- Sleeping bag or blankets, mattress.
- Poncho
- Hiking Boots
- Sneakers
- Complete summer uniform, including shorts and socks
- Warm jacket
- Toilet Kit (soap, toothbrush, comb, etc.)
- Towels
- Sleeping Clothes
- Socks
- Underwear
- T-Shirts
- Shorts
- Swim Trunks
- At least 1 pair of long pants
- Boy Scout Handbook (also available at Trading Post)
- Flashlight (also available at Trading Post)
- Scout Knife (also available at Trading Post)
- Pillow if desired
- Air Mattress/ foam cushion (also available at Trading Post)
- Backpack if needed
- Insect Repellent (also available at Trading Post)
- Fishing Equipment
- Pen, pencil, paper
- Merit Badge Books (also available at Trading Post)
- Medical Form
- Props for troop/patrol skits
- Trading Post Spending Money (25-35)
- NO cell phones or IPhones!

OTHER POSSIBLE ITEMS:

- Canteen (also available at Trading Post)
- Individual First Aid Kit (also available at Trading Post)
- Extra flashlight bulb
- Camera and film (also available at Trading Post) or digital camera.
- Sewing Kit
- Utensil/cook kit for troop cook outs
- Compass (also available at Trading Post)
- Mirror
- Crazy Outfits for special camp activities

Camp No-Be-Bo-Sco



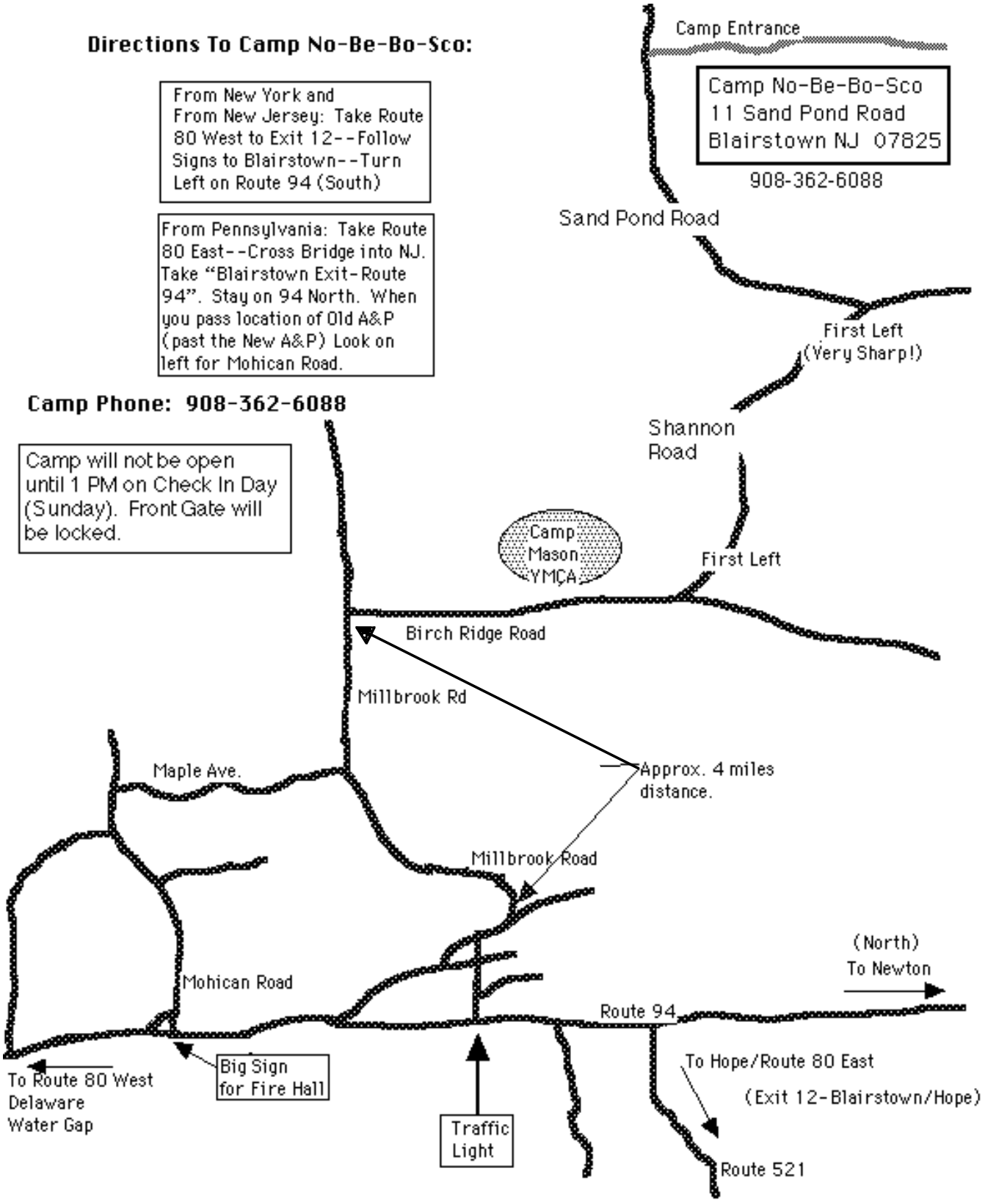
Directions To Camp No-Be-Bo-Sco:

From New York and From New Jersey: Take Route 80 West to Exit 12--Follow Signs to Blairstown--Turn Left on Route 94 (South)

From Pennsylvania: Take Route 80 East--Cross Bridge into NJ. Take "Blairstown Exit-Route 94". Stay on 94 North. When you pass location of Old A&P (past the New A&P) Look on left for Mohican Road.

Camp Phone: 908-362-6088

Camp will not be open until 1 PM on Check In Day (Sunday). Front Gate will be locked.



Campsite Inspection Report

Each morning your commissioner will visit your troop's campsite to check on general conditions, organization and cleanliness of the site. This time is also an opportunity for the unit leader to discuss any concerns with the commissioner. The commissioner will use this inspection report as a record of his visit. The object of daily inspections is to promote health and safety in camp and to ensure that the next troop using the site will have the same benefits your troop had in camp.

Items 1-4 below are mandatory. Any problems in these areas should be corrected immediately. Items 5 – 10 promote a better camping atmosphere. As a part of the Honor Troop Award, each day a troop may score one point when items 1 – 4 are acceptable, and one additional point when all ten items are acceptable. For more information on ways to score points toward the Honor Troop Award, unit leaders should refer to the Honor Troop Award Sheet.

Scoring: a checkmark (√) indicated an acceptable rating. Any troop earning check marks for all items on a given day will be permitted to fly its troop flag from lunch until after retreat at the Dining Hall.

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1. All health and safety procedures followed, i.e. ax yard, unobstructed trails, fire circles						
2. No intentional damage to tents, platforms, or other camp equipment.						
3. No intentional damage to trees of forest floor						
4. Fire plan followed – fire buckets filled and fire chart posted						
5. Tents – Flaps open (excluding bad weather) and personal belongings properly stored. Tents swept off.						
6. Bunks – bedding made or airing						
7. Trails and grounds clean						
8. Latrine – cleaned and swept						
9. Washstand – cleaned and sanitized						
10. Troop equipment stored properly						

Important Note:
The Honor Troop Award, based in part on this inspection, will not be awarded to troops that exhibit conduct that is not scout-like. The final decision will be the camp director's.

ADVENTURER AWARD

The Adventurer Award is for those scouts who have attended camp for at least three years. Once the scout has completed all the requirements and obtained the proper signatures, the unit leader should present this form to the troop commissioner for verification.

REQUIREMENTS:

1. Earn at least two of the following during camp this summer:
   - a. Archery Award
   - b. Rifle Award
   - c. Mile Swim
   - d. B.S.A. Lifeguard
   - e. Trail Award
   - f. Paul Bunyan Award
   - g. Achievement Award
   - h. World Conservation Award
   - i.Action Archery Participation

2. Earn at camp, or show proof of having previously earned, at least two of the following merit badges. In addition, earn one more of the following badges this year at camp (a total of three badges for this requirement):
   - a. Environmental Science
   - b. Soil and Water Conservation
   - c. Wilderness Survival
   - d. Rifle Shooting
   - e. Leatherwork
   - f. Small Boat Sailing
   - g. Shot Gun Shooting
   - h. Lifesaving
   - i. Camping
   - j. Cooking
   - k. Canoeing
   - l. Nature
   - m. Archery
   - n. Horsemanship
   - o. Climbing

3. Teach Camping, Cooking or Hiking Skills to at least two scouts in your troop.
   Skills taught: _____
   Scoutmaster's Signature _____

4. Demonstrate leadership qualities while serving in one of the following positions during your stay in camp: Senior Patrol Leader, Patrol Leader, Junior Assistant Scoutmaster , Assistant Senior Patrol Leader or Troop Guide. (If these positions are filled prior to arrival at camp, the Scoutmaster may assign another position which may qualify as a leadership role.)
   Scoutmaster's Signature _____

5. Take part in the planning and organization of a campwide or Troop event (i.e., campfire, callout, campwide game, lake regatta).

6. Spend one night with one or more buddies sleeping on a ground bed and shelter which you have made, or show proof of having earned Wilderness Survival Merit Badge.

Scout's Name _____ Troop _____
Commissioner _____ Date _____

ACHIEVEMENT AWARD

Each scout will have the opportunity to earn an annual Achievement Award during his stay in camp. The award will be a pocket emblem with numbers indicating years of attendance at Camp NoBeBoSco. To be eligible for the one-year award, the scout must complete 4 out of the 12 requirements; for the second-year award, the scout must complete 5 out of 12; for the third year award, the scout must complete 6 out of 12; for the fourth year award, the scout must complete 7 out of 12; and for the Veteran Camper award, the scout must complete 8 out of 12.

Scout's Name: _____ Troop _____
Commissioner _____ Award (Year) _____
REQUIREMENTS:

___ 1. Earn one merit badge .
___ 2. Complete a camp improvement or conservation project involving at least 3 service hours (this requirement may be done in conjunction with the Honor Patrol or Honor Troop Awards).
___ 3. Complete 5 new skill requirements (if you are not First Class), or one additional merit badge (other than the merit badges for requirement 1).
___ 4. Participate as a member of your troop in a campwide event.

___ 5. Complete a five-mile hike while in Camp.

___ 6. Participate with your troop , patrol, or the staff in one overnight trip at an outpost site during camp.
___ 7. Participate with your troop or patrol in a campsite improvement project.

___ 8. Get a statement from your Scoutmaster that you have followed the Scout Oath and Law while in Camp.
___ 9. Attend a religious service of your choice while in Camp.
___ 10. Earn one of the following while in Camp:

1. Archery Award
2. Rifle Range Award
3. Trail Award
4. Mile Swim
5. Knife and Axe (Totin' Chip)
6. Paul Bunyan
7. Adventurer Award
8. Become a swimmer if you are a beginner/non-swimmer
9. Fishing Award
10. Carving Award

___ 11. Attend a campwide demonstration being run by the staff (such as a reptile demonstration, knot tying, action archery, etc.)
___12. Spend 2 hours teaching skills to scouts in your troop working on Tenderfoot through First Class requirements.

Award segments are only available at the camp trading post during the summer season. So make sure you purchase during the summer!

TRAIL AWARD

Rules:

1. All hikes must be under the direction of an adult leader.
2. All hikes must be done during your stay in camp this year.
3. Hikes may be taken as a part of the Hiking Skill Requirements or Merit Badge, or in conjunction with a troop overnighter or day trip.
4. Every hiker must have a buddy--no solo hikes are allowed.

Requirements:

____1. Tell your Scoutmaster the directions to the following locations around Camp:

a. Millbrook Village
b. Van Campens Glen
c. Fairview Lake
d. Sunfish Pond
e. Old Stagecoach Depot
f. Lost Cabin
g. Catfish Pond Fire Tower
h. B-17 Plane Crash Site

____ 2. Take hikes to any three of the locations listed above.

Hike 1: location _____ Scoutmaster's initials _____
Hike 2: location _____ Scoutmaster's initials _____
Hike 3: location _____ Scoutmaster's initials _____

____ 3. Help maintain a local trail on one of your hikes (Post trail signs, clean brush, check erosion, etc.).
Verifying initials (adult leader or staff) _____

____ 4. Present yourself to your unit leader for inspection prior to your first hike. Have proper gear and attire suitable for the type of hike.
Scoutmaster's initials _____

____ 5. Earn at Camp, or show proof that you previously earned, the Totin' Chip Award.

____ 6. Tell your Scoutmaster the eight basic points of a compass and their degree readings. Also, using a compass, indicate to your Scoutmaster the actual direction of magnetic north.

CERTIFICATION OF COMPLETION:
Applicant's Name _____ Troop _____
Scoutmaster's signature _____ Date _____

Commissioner's signature _____ Date _____

HONOR PATROL

The Honor Patrol Award will be given to those patrols which earn at least 350 points from a total of 400 possible points. All points are awarded by the unit leader and verified by the troop's commissioner. No stipulation is made as to the size of the patrol. Points are awarded for patrol activities; therefore, a patrol is not handicapped by having more or less than the recommended eight scouts per patrol.

When a patrol has earned the requisite number of points, the patrol leader should sign this form and present it to his unit leader. The unit leader will review the form and sign it upon approval. The signed form should then be presented to the troop's commissioner .

NOTE: The Camp reserves the right to not give this award due to any unscout-like behavior

REQUIREMENTS

____ **1. Name (50 points)**	A patrol name decided upon and used by the patrol members
____ **2. Yell (25 points)**	An original yell relating to the patrol name
____ **3. Call (25 points)**	A few words or sounds that can be used by patrol for recognition
____ **4. Flag (25 points)**	A flag made by patrol and flown in patrol site
____ **5. Leadership (25 points)**	An elected patrol in camp
____ **6. Spirit (50 points)**	Demonstration of spirit by use of name, yell, call and flag
____ **7. Co-operation (50 points)**	Patrol cooperates with patrol leader, unit leader and staff
____ **8. Advancement (50 points)**	Each member of patrol advances one rank or earns one merit badge or passes 5 skill activities.
____ **9. Participation (50 points)**	Patrol enters into troop and camp activities
____ **10. Project (50 points)**	Patrol participated in campsite or campwide improvement project

PATROL NAME _____ TROOP _____ CAMPSITE _____

PATROL LEADER'S SIGNATURE _____

SCOUTMASTER'S SIGNATURE _____

COMMISSIONER'S SIGNATURE _____

Horsemanship 2010

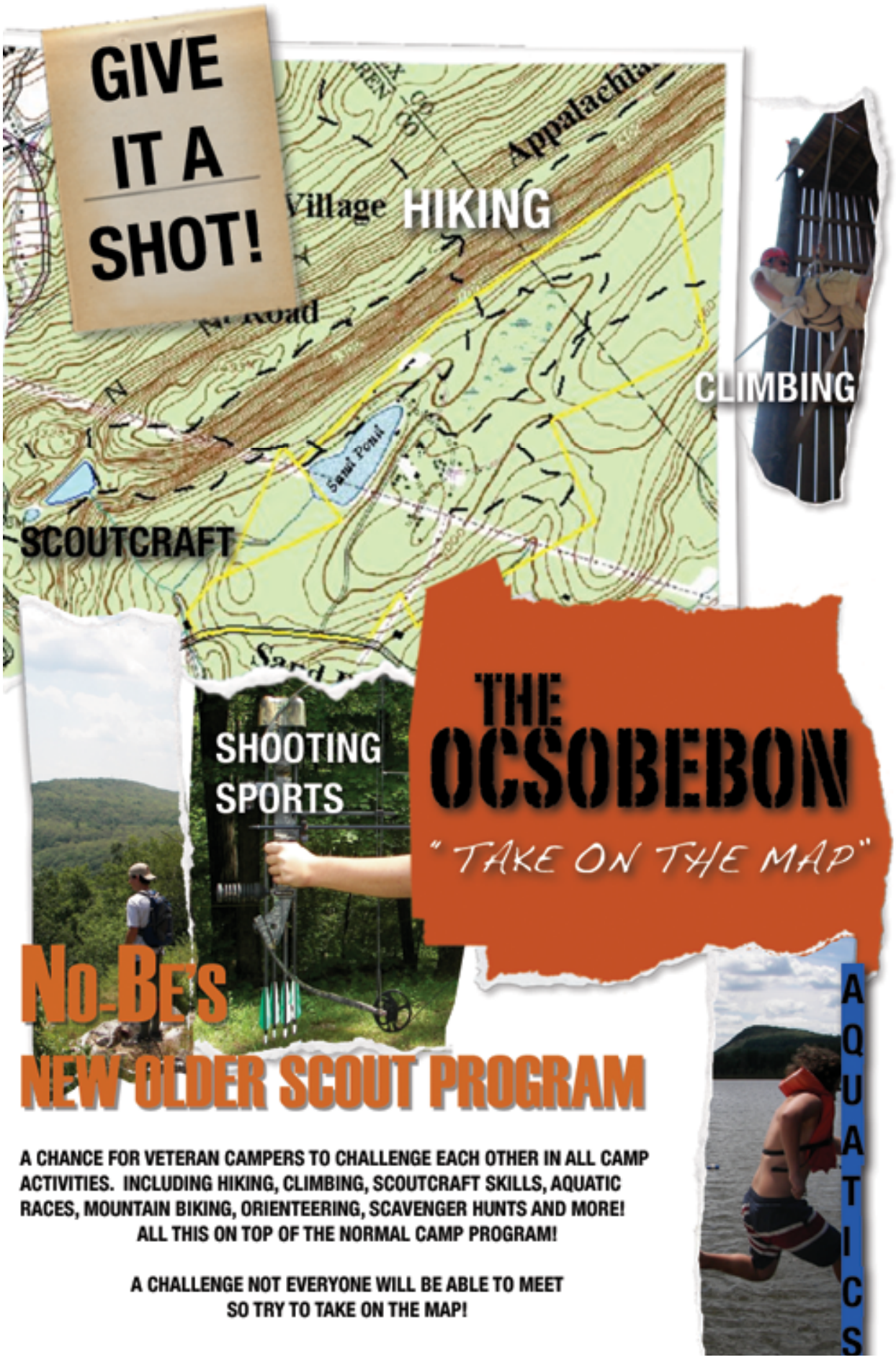
The Horsemanship Merit Badge program is offered at a local farm in Blairstown. Scouts 13 and older are eligible to take part in this program.

Scouts should schedule the 9:00am to 11:00am sessions to participate. You can schedule an 11-12 merit badge. They will travel by van to the farm on 3 days.

Long pants and study shoes are necessary.

Sign-up will be immediately after dinner on Sunday. This program costs just $40.00 per scout for a once in a lifetime opportunity!

We are limited in number of scouts allowed.


GIVE IT A SHOT!
HIKING
CLIMBING
SCOUTCRAFT
SHOOTING SPORTS
THE OCSOBEBON
"TAKE ON THE MAP"
AQUATICS
NO-BE'S
NEW OLDER SCOUT PROGRAM
A CHANCE FOR VETERAN CAMPERS TO CHALLENGE EACH OTHER IN ALL CAMP ACTIVITIES. INCLUDING HIKING, CLIMBING, SCOUTCRAFT SKILLS, AQUATIC RACES, MOUNTAIN BIKING, ORIENTEERING, SCAVENGER HUNTS AND MORE!
ALL THIS ON TOP OF THE NORMAL CAMP PROGRAM!
A CHALLENGE NOT EVERYONE WILL BE ABLE TO MEET
SO TRY TO TAKE ON THE MAP!

Promotional Brochure (also in pdf form on the web)

SUMMER CAMP AT CAMP NOBEBOSCO

Blairstown, New Jersey

Right in the heart of camp, Sand Pond is the focal point of camp wide events and aquatics activities.

Located at the foothills of the Kittatiny Ridge, in the beautiful Skylands Region of Northwest New Jersey.

If you are looking for:
- Great Food
- Excellent Program
- A Spirited and Dedicated Staff
- A unique and effective new scout program
- Weekly Trail to Eagle Program
- Horsemanship Merit Badge
- Programs for Older Scouts including mountain bikes and climbing wall
- A Location on the edge of the Appalachian Trail and The Delaware Water Gap National Recreation Area.

Then NoBeBoSco is the summer camp for you!!!

Horsemanship Merit Badge Program

Friday night real Turkey dinner

Great Campfires

New climbing/rappelling wall

•We offer a large variety of troop and campwide programs, designed to meet the interests of scouts of all ages.
•We consistently provide great quantity and quality of food.
•We offer day and evening activities that will keep you and your troop active and involved.
•We offer campfire programs of high quality.
•We are located at the foothills of the Kittatiny Ridge, in the beautiful mountains of Northwest New Jersey, 15 miles from the Delaware Water Gap.
•We are consistently a nationally accredited camp ("A" Rating).

We draw troops from New Jersey, Pennsylvania, New York, Maryland, and Connecticut. This provides us with quite a variety of troop experiences to share, as well as giving us a large group of talented scouts to draw our staff from.

We will operate from July 4, 2010 to August 14, 2010. Our price is competitive, and we have a very liberal fee policy for camp leaders since we want to encourage as many as possible to join us!!!

For more information: Camping Service, Northern New Jersey Council, BSA, 201-677-1000

http://www.nnjbsa.org/ You may also visit our website at http://www.nobebosco.org

	CAMP NO-BE-BO-SCO SUMMER CAMP ROSTER 2010			
TROOP: _____	TOWN: _____	COUNCIL: _____	DISTRICT: _____	
WEEKS ATTENDING: _____				
	LEADER'S NAMES:	**ADDRESS,CITY, STATE, ZIP:**	**PHONE #:**	**Which Days?**
Leader:				
Assistant:				
Assistant:				
Assistant:				
Assistant:				
	SCOUT NAMES:	**ADDRESS,CITY, STATE, ZIP:**	**PHONE #:**	
SPL: 1				
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Troop Application Form
Camp NoBeBoSco 2010

Troop # _____ District: _____ Council: _____

Dates (please check appropriate boxes)

(1) ___ July 4 -July 10 (2)___ July 11-17 (3)____ July 18 - 24

(4) ___ July 25 - July 31 (5)___ Aug 1- 7 (6)____ Aug. 8-14

THE HOLD A SITE FEE DOES NOT GUARANTEE ANY SCOUT SPACES! SCOUT SPACES ARE HELD WHEN THE FULL FEE IS PAID. WE WILL LIMIT EACH WEEK .THIS IS IN RESPONSE TO CONCERNS ABOUT OVERCROWDING.

Your estimated numbers do not reserve any spaces.

IMPORTANT: Camp is closed to scouts on the weekends If you are staying 2 weeks, please plan to go home and come back during the close-down weekends. Provisional is only available Wks 1,5 &6.

Estimated 2010 Attendance : ____ Scouts ____ Leaders

Number of scouts in Troop: _____

Actual 2009 Attendance: _____Scouts _____Leaders

Campsites:

Campsites are assigned at camp, based on the number of scouts attending .

____Reserve my week. $100 Check enclosed.

This $100 application fee is not refundable, but is applied to your total camp fees.

Please direct summer camp correspondence to:

Name: _____ Unit Position:_____

Address:_____

City: _____ State: _____ Zip Code: _____

Phone: Home: _____ Work: _____

IMPORTANT NOTE ON REGISTRATION PROCEDURE:

- All scouts attending camp with their home troop must register for camp through their troop. Payment must be made to their troop. The troop will register their scouts and pay camp fees.
- Scouts attending camp with the Provisional Troop can register as individuals at the Council Office.
- Out of council troops MUST provide proof of medical and accident insurance-Send with application and bring with you to camp.

MAIL TO:

Northern New Jersey Council,BSA

Attn: Camping

25 Ramapo Valley Road

Oakland, NJ 07436

Phone: 201-677-1000

Leader's Count: To allow more scouts to attend camp the number of leaders allowed for each troop are based on Scouts attending. The number of free leaders is also based on number of scouts attending. See Leaders Guide for guidelines.

Guide to Number of Leaders and Number of Free Leaders/Refund Info

	A	B	C	D	E	F	G
1	#scouts	#free leaders	Total # Leaders		#scouts	#free leaders	Total # Leaders
2			Allowed				Allowed
3	4	2	2		33	5	6
4	5	2	2		34	5	6
5	6	2	2		35	5	6
6	7	2	2		36	5	7
7	8	2	2		37	5	7
8	9	2	3		38	5	7
9	10	2	3		39	5	7
10	11	2	3		40	6	7
11	12	2	3		41	6	7
12	13	2	3		42	6	7
13	14	2	3		43	6	8
14	15	2	4		44	6	8
15	16	3	4		45	6	8
16	17	3	4		46	6	8
17	18	3	4		47	6	8
18	19	3	4		48	7	8
19	20	3	4		49	7	8
20	21	3	4		50	7	9
21	22	3	5		51	7	9
22	23	3	5		52	7	9
23	24	4	5		53	7	9
24	25	4	5		54	7	9
25	26	4	5		55	7	9
26	27	4	5		56	7	9
27	28	4	5		57	7	10
28	29	4	6		58	8	10
29	30	4	6		59	8	10
30	31	4	6		60	8	10
31	32	5	6				
32							
33	Contact camp director for counts if over 60 scouts.						
34							

PAYMENTS & REFUNDS

There are **NO DEPOSITS** for any camp programs; fees are only accepted, in full, on a first-come basis. Partial fees will be returned and the Scout will not be registered. There is a non-refundable cancellation fee of $100 for **each** registered program or session. **After May 31st, refunds are issued for valid medical reasons only.** All refund requests must be made in writing no later than August 31, 2010. No refund requests will be considered after August 31, 2010.

FAQ's ABOUT PAYMENTS AND REFUNDS

1. If my scout does not attend camp can he get a "full" refund? The Northern New Jersey Council has a cancellation charge of $100.00 per session.
2. Is the cancellation fee ever waived? Cases are considered on an individual basis and must be requested in writing.
3. What about "no shows"? It is the unit leader's responsibility to notify the camp of a change in plans. Units or youth that, without prior notification do not show up at camp forfeit any deposits or fees they may have paid.

Prerequisite Verification form. (make copies as needed)

Please use this form to obtain Leader and parent/guardian signatures for requirements that require pre-camp verification. Examples would be camping requirements for Camping Merit Badge (list the trips), meal requirements for Cooking Merit Badge, hikes for Hiking Merit Badge, etc.

Name of Badge: _____

Scout's Name: _____

Troop #: _____

Community Name: _____

Council Name: _____

List which requirements were completed, describe as needed--be specific:

_____

_____

_____

_____

_____

_____

_____

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_____

_____

Signature of Scout:_____

Signature of Leader: _____

Signature of Parent/Guardian: _____

Please be aware that the requirements are still reviewed by the camp counselors, and some portions may need to be demonstrated again at camp.

Camp NoBeBoSco
Northern New Jersey Council - Boy Scouts of America

Authorization to Medicate

I hereby authorize the Camp Health Officer of Camp NoBeBoSco or his designee to administer to my son _____ of Troop/Crew _____ the following medication(s) according to the instructions provided below. Please note that the instructions on the container of the medication will, by law, be followed unless authorization to alter those instructions is provided by your son's physician. I acknowledge that it is my son's responsibility to report to the Health Office for medication at the appointed time(s).

Name of Medication	**Dose**	**Time to be Administered (Check all that apply)**
_____	_____	❑ After Breakfast
		❑ After Lunch
		❑ After Dinner
		❑ Before Bed Other: _____
		❑ As Needed _____
Name of Medication	**Dose**	**Time to be Administered (Check all that apply)**
_____	_____	❑ After Breakfast
		❑ After Lunch
		❑ After Dinner
		❑ Before Bed Other: _____
		❑ As Needed _____
Name of Medication	**Dose**	**Time to be Administered (Check all that apply)**
_____	_____	❑ After Breakfast
		❑ After Lunch
		❑ After Dinner
		❑ Before Bed Other: _____
		❑ As Needed _____
Name of Medication	**Dose**	**Time to be Administered (Check all that apply)**
_____	_____	❑ After Breakfast
		❑ After Lunch
		❑ After Dinner
		❑ Before Bed Other: _____
		❑ As Needed _____
Name of Medication	**Dose**	**Time to be Administered (Check all that apply)**
_____	_____	❑ After Breakfast
		❑ After Lunch
		❑ After Dinner
		❑ Before Bed Other: _____
		❑ As Needed _____

Please provide any additional instructions below:

_____

_____

_____ _____ _____

Signature of Responsible Party Relationship to Scout Named Above Date

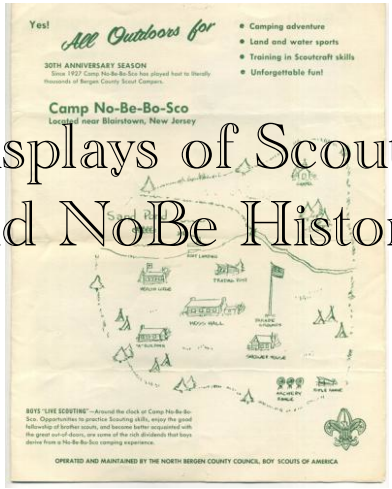
BOY SCOUTS OF AMERICA
100 YEARS OF SCOUTING

BSA 2010

100th Anniversary of Scouting At Camp No-Be-Bo-Sco

Historical Merit Badges
Carpentry, Signaling, Tracking

Available only this summer!
Time TBA in Camp.


Yes!
All Outdoors for
• Camping adventure
• Land and water sports
• Training in Scoutcraft skills
• Unforgettable fun!
30TH ANNIVERSARY SEASON
Camp No-Be-Bo-Sco
Located near Blairstown, New Jersey
OPERATED AND MAINTAINED BY THE NORTH BERGEN COUNTY COUNCIL, BOY SCOUTS OF AMERICA

Displays of Scouting and NoBe History

Daily Celebrations of Scouting's History!

Nobe 2010 - Daily Activity Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00am		Reveille	Reveille Polar Bear Swim	Reveille	Reveille Polar Bear Swim	Reveille Polar Bear Swim	Reveille
8:00am		Waiters (7:45am) Assembly (7:50am) Breakfast (8:00am)	Waiters (7:45am) Assembly (7:50am) Breakfast (8:00am)	Waiters (7:45am) Assembly (7:50am) Breakfast (8:00am)	Waiters (7:45am) Assembly (7:50am) Breakfast (8:00am)	Waiters (7:45am) Assembly (7:50am) Breakfast (8:00am)	Waiters (7:45am) Assembly (7:50am) Breakfast (8:00am)
9:00am		Open Rifle	Open Rifle	Merit Badge and open time sessions compressed to half hour each	Open Rifle	Open Rifle	**Check-out** **Campsite Insp.**
10:00am							
11:00am		Instructional Swim Open Archery	Instructional Swim Open Archery		Instructional Swim Open Archery	Instructional Swim Open Archery	
12:00pm		Waiters (12:00pm) Lunch (12:15pm)	Waiters (12:00pm) Lunch (12:15pm)	**BBQ Buffet**	Waiters (12:00pm) Lunch (12:15pm) **Mile Swim**	Waiters (12:00pm) Lunch (12:15pm)	
1:00pm	**Check-in** **Campsite Insp.** **Camp Tours** **Medicals** **Swim Test** **Event Sign-up** **Service Proj.**	Siesta Adult Leaders (SS/SA)	Siesta	**Camp Theme Activities**	Siesta	Siesta Staff Waiter Auction	
1:30pm		Trail to Eagle	Trail to Eagle		Trail to Eagle		
2:00pm		Open Archery	Action Archery		Action Archery		
3:00pm		Open Swim & Boat Open Rifle	Open Swim & Boat Open Rifle	**Camp Service Projects**	Open Swim & Boat Open Rifle	Open Swim & Boat Open Rifle	
4:00pm		Open Swim & Boat Open Archery	Open Swim & Boat Open Archery		Open Swim & Boat Open Archery	Open Swim & Boat Open Archery	
5:00pm							
5:30pm	Waiters (5:30pm) Assembly (5:40pm) Dinner (6:00pm)	Waiters (5:30pm) Assembly (5:50pm) Dinner (6:00pm)	Waiters (5:30pm) Assembly (5:50pm) Dinner (6:00pm)	Waiters (5:30pm) Assembly (5:50pm) Dinner (6:00pm)	SPL Meeting (5:00pm) Assembly (5:50pm) Dinner (6:00pm)	Waiters (5:30pm) Assembly (5:50pm) Dinner (6:00pm)	
6:00pm							
7:00pm	Leaders Meeting Troop Meeting w/ host	Troop Pictures (7pm) Vespers (7:30pm)	**Troop Activities** 7:00 - 9:00pm	**Troop Activities** 7:00 - 9:00pm	**Campwide Games & Challenges**		
8:00pm	Catholic Mass (7:45pm)						
9:00pm	Campfire	1st Year Campfire 2nd year Games	Troop Campfire Wild. Surv. Overnighter	OA Campfire	Troop Campfire	Campfire	
10:30pm	Taps	Taps	Taps	Taps	Taps	Taps	
11:00pm	Lights out	Lights out	Lights out	Lights out	Lights out	Lights out	

Notes: Wednesday merit badge sessions are compressed to a half hour each to accommodate afternoon activities
Shaded area indicates merit badge/program sessions
SS/SA = Safe Swim/Safety Afloat training